

THE OFFICIAL ROBOTECH FANZINE

NOVEMBER 1989

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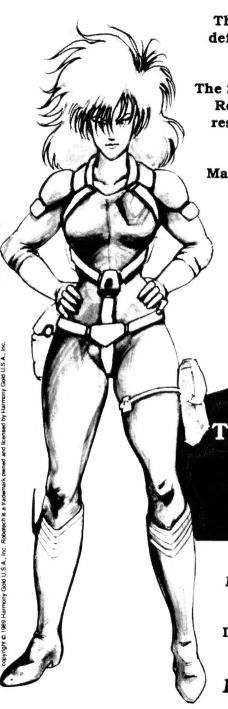
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Jack McKinney Drops The Mask

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F-14 Gallery

Poster



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Adventure
Written by Bill Spangler
Illustrated by Michael Ling

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PROTOCULTURE ADDICTS

PROTOCULTURE ADDICTS #6

FALL 1989

THE OFFICIAL ROBOTECH FANZINE

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EDITORIAL

This has been a very busy summer and we were even deprived of one of our very few full-time members. Claude and I tried our best to give you as much of what you like as possible. For those of you who like illustrations, we are sure #5 was to your liking. In fact, we had to drop material at the very last minute so that is why it was a bit less dense than usual. Also, I hope you subscribers did not have to wait too long for your copies this time. It seems that with #4, we had some problems with the mail service causing some delay for subscriber copies: on the other hand, the store copies were shipped faster than we would have wished (and more costly!).

As it was announced, this issue contains the end of Jack McKinney's interview and of Peter Halley's article (thank you Peter!). It should also contain interesting information on the San Diego Comic Con (which Claude and I attended). We also had representatives at various Canadian conventions: to those very nice guys who are helping the Robotech & Japanimation cause we give our deepest appreciation. You will also probably find a couple of surprises in this issue, I'll just let you go through it to find out.

Lastly, I am proud to tell you that the second printing of issue #1 will be released in December. Although adapting to our new size it will keep its original B&W wrap-around cover. Most of the original contents will be there for those who missed it but there will also be several new additions, which will keep it appealing even to those who had the first printing. I will say no more, you will see for yourself. Please note that it will be counted as a regular subscription issue. Those of you who do not want it will have to write to us very soon to advise us of it...

Alain Dubreuil

THE VOICE OF FREEDOM FIGHTERS

We now go with another selection of letters from our mailbag.

*Dear Sir.

(...) Finally, I would like to conclude this letter with words of praise for this fanzine and for your initiative in starting it. ROBOTECH, as you obviously realize, is unique in that there is a true substance to it unlike the many cartoon dramas now being shown in the United States. ROBOTECH is a timeless epic, unburdened by cheap and shallow effects which dominate most Americanmade cartoon dramas. ROBOTECH makes you think. This puts ROBOTECH into a category of its own. It is not simply a cartoon, it is a saga portraying human values and addressing ethical and political issues. No other cartoon (and few non-cartoon) series can claim this.

Thank you and I thank you for myself and all those who appreciate ROBOTECH on the same level as I do for keeping ROBOTECH alive and from drifting into the past as just an interesting cartoon.

Sincerely,"

- A very nice and very well written letter. We never hear enough about fans' opinions on what makes Robotech unique in the field of animation.

"Protoculture Addicts:

I think that you guys are really great for organizing this. It's about time a fanzine was put together for Robotech; it deserved one! I just picked up issue #3 and enjoyed it very much. The cover art was excellent and I couldn't have done better myself. The interview you had with Carl Macek was very interesting, (Maybe you could have one with Jack McKinney), keep 'em going.

The only complaint that I have is that I didn't see much stuff contributed by the fans. Com' on guys, send in your stuff! If you want a fanzine you've gotta make one. I'll do my part and contribute, but we need everyone to get involved!

P.A. staff, don't forget to let us know about any new Robotech projects, as long as you do that you'll be doing your job, (Well, part of it anyway!)

I found the "Japanimation and Manga" article very informative and I think you should keep it up.

See Ya! (For now...)."

Matt Podsiad

P.S. Fans-- Don't forget to write to HBO to try to get Robotech back on T.V. (See Terry Messner's letter in issue #3)

- We do indeed want as many contributions as we can receive. They are coming in more often than before but keep working on it. As for keeping you informed, we try our best to let you know about fresh news as soon as we can. About Jack McKinney's interview, you can see Robert V. Wallen we had the idea sometime ago and you can now Bronx, NY, USA enjoy it. And of course all of you continue to write to HBO about broadcasting Robotech. It's such a good idea!

"Dear Protoculture Addicts.

I am very impressed with your magazine, that's why I subscribed. I don't want you to think I only remark on the bad, but several things in your magazine brought me to the boiling over point. I will probably write you a whole series of letters about them.

Starting with "The Zentraedi Way", where does Jean Carrieres get his information? I have to say the whole article is of poor quality, for example, what was Commander Reno's rank, all your ranks are different kinds of commanders. The obnoxious way in which Jean denigrated the various commanders

level's of competence, for example and I quote, "He is a very good fighter but does not care for tactics." he says about a ship Captain, I could take Jean's bigotry, but when he was stupid enough to downgrade Dolza, Breetai and Khyron, I had to write. Dolza would be the High Commander, and there wouldn't be any other. Who was Dolza's superior Zentraedi officer if he wasn't "Supreme Commander."

Breetai, who was complimented by Gloval himself for tactics and showed more than one RDF and REF officer up, would fall as a Fleet Commander under your system. While I admit there is room for debate here, the fact that Breetai's initial mission (to retrieve Zor's ship, and its protoculture) was by far the Saline, MI, USA most important mission the Zentraedi had, required so much independence (being so far away) and used so many ships (at least several hundred thousand of a fleet of seven million) would seem to prove my point. By the way, Azonia was also a "Fleet Commander."

Khyron, who would fall as division commander, as in 7th Mechanized Division, isn't exactly an "exception" to the effectiveness of his peers. Destroying the SDF-1, SDF-2, and Macross city define him as very effective. Not to mention, the forces he brought together in the Amazon managed to fight off the RDF several years in the "Malcontent Uprisings."

After reading Jean's letter, I can only conclude that his sources must have been Southern Cross bigots. I hope Jean can get the bigotry out, and the facts in, in the future.

Your Faithful Reader.

Joshua Follick Albuquerque, NM, USA

- Well... here I let the place to Jean, defending his semi-fictive Zentraedi way column, Jean?...

* Bigotry, as defined in the dictionary, is said of a person who practices a belief in a close-minded and stupid fashion. Being known

for not caring much about these practices, I It had far less to do with Zor's being an guess this doesn't apply to me. Far from me. in fact, the intention of denigrating Breetai's accomplishments but I am rating Officers as per Zentraedi standards, not human ones. I'll pass over Khyron's accomplishments very quickly. He never succeeded in destroying an SDF unless it was down and most helpless. Of course, if you have other information concerning Zentraedis. I'd like YOU to cite your sources.

Jean

"Dear Alain and Paul.

I recently came across issues of Protoculture Addicts #1 and #2. I really enjoyed your reviews of Jack McKinney's novelizations, and I agreed up to the last sentence in your review of (#9) The Final Nightmare.

I couldn't believe that you actually said. in mentioning the romantic pairings at the end, "...but Dana with Angelo?!" It was hardly McKinney's invention, you know. He was merely clarifying what was there to be seen already.

Didn't you notice Angelo's extremely protective attitude towards Dana, and the intense flirtation between the two of them? Remember that utterly silly line in "Half Moon" where Angelo said, "When do we attack. my proud beauty?" That is what you call flirting. It's not really considered good military procedure to refer to one's commanding officer in such a manner. And what about all those winks? Dana winked at everybody, but Angelo received far more than anyone else. He wasn't exactly shy about returning them, either.

But seriously, let's consider Angelo Dante as a character. There was more development in this character than in most others. He turned from a loud-mouthed militaristic bigot to a caring individual who was becoming steadily disillusioned by the neo-fascists in the Southern Cross command. As far as his prejudice toward aliens went. apparently all he needed was to meet them. He was just as protective toward Musica as any of his teammates were, and he tried as hard as anyone to rescue the clones from the ship.

About the only prejudice left was his hostility towards Zor, and that was personal.

alien than with his distrust of his behaviour, and especially his relationship with Dana. One of the facts of life that Robotech makes clear is that jealousy will make anvone act like an idiot.

The simple truth is that he was hurt by Dana's infatuation with Zor -and that's what it was, merely an intense infatuation- and he wanted to hurt her in retaliation: at the same time, he wanted to protect her from being hurt by Zor or anyone else. Why? Because he was in love with her and that's the sort of paradox that love comes up with.

Dana, for her part, wasn't in love with Angelo, but she was clearly headed in that direction. (Look at "Daydreamer".) Like Rick and Lisa, or Rook and Rand, the two of them fought so much they had to be each other's True Love. That is the Robotech way. The relationship was not McKinney's invention, nor was it mine. It was there all the time. just slightly out of focus. If you would watch the characters instead of spending your

time measuring Karl Riber's shadow, you might see it. They're perfectly matched.

Sincerely."

Lydia Hunter (no relation) Floydada, TX, USA

P.S. Polly (the pollinator) appeared not once in the series but twice. He was playing at the foot of the hill in "A New Recruit". The idea of the pollinator wasn't McKinnev's idea either, by the way -- they appear in the Sentinels. Just thought I'd correct the tiny little error. Hey, it beats doing something meaningful!

- Well, a very meaningful letter. A very nice reflection on Dana and Angelo's relation. I hope you do not mind too much about Karl's shadow length. There is place both for serious and not too serious data in P.A. We cannot do all of it and appreciate you fans helping us fill the fanzine with worthy naterial. Alain Dubreuil



THE SHAPING OF PROTOCULTURE

PEN PALS:

Mano Catania, 34 Thatcher Rd., Regina, SK, S4S 6E9, Canada (correspondence)

Cesar H. Chacon, 4726 S. Damen, Chicago, IL 60609, USA (wants a female corr.)

Matt Henderson, 146 W. Yale Loop, Irvine, CA 92714, USA (corr.)

Cameron Meier, 115 Mallin Cr., Saskatoon, SK, S7K 7W9, Canada (corr.)

Adam Olson, 4007 Wright Ave, Racine, WI 53405, USA (corr.)

Millind G. Shah, 86-34 St James Ave, Apt. D-2, Elmhurst, NY 11373, USA (corr.)

Natalie Shepard, 436 'D' St., Anchorage, AK 99501, USA (corr.)

Lang Tran, 546 W. 'D' St., Forest City, IA 50436, USA (corr.)

Chad Van Vorst, 9417 Ranchview Ln., Maple Grove, MN 55369, USA (corr.)

Jeff Bingeman, 489 Bridge St. E, New Dundee, ON, NOB 2EO, Canada (RPG player, GM)

Mark Kilgour, RR2, Petersburg, ON, NOB 2H0, Canada (RPG player)

Larry C. Roth, 155 Asmus St., New Hamburg, ON, NOB 260, Canada (RPG player and GM)

Michael Speers, 381 Fairview St., New Hamburg, ON, NOB 2GO, Canada (GM, RPG player)

Wayne T. Tipton, 3391 Heatherwood Ave., Springfield, OH 45503, USA. Phone 513 322 1369 (RPG club)

Paul Bennett, RR2, Box 17, Dunnville, ON, NIA 2W2, Canada (corr. general and mecha toys in particular)

Here are some addresses for those of you who would like to see more japanese animation. This list was kindly sent to me by Randall S. Stukey (ex-chairman of the General Cartoon & Fantasy Organization). Those of you readers who represent or know about other addresses of non-profit viewing clubs in North America, send us the information and we will publish it. We want to promote japanimation as much as we can and make it known and accessible to as many fans as possible:

San Antonio Club Meets 2nd Sunday each month Randall S. Stukey 4122 Tallulah San Antonio TX 78218-3452

Austin Club Meets 4th Saturday each month Sarah Still 4313 Steve Scarbrough Austin TX 78759

Manasota Anime Group Mark Dmuchowski 848 Ponderosa Pine Ln. Sarasota FL 34243

Japanese Animation Society Jon C. Hughes 7160 Arcade St. St Paul MN 55109

Inland Empire Anime Meets 4th Saturday each month David Bliss/Wayne Wright 1575 Lillian Ln. Highland CA 92346

Anime Sacramento Laurine White 5422 Colusa Wy Sacramento CA 95841 Anime Frontier Ray Barker 227 Woodward Ave Buffalo NY 14214-2313

In San Diego and Boston, we discovered the existance of other clubs:

The Animated Fantasy Group George Rock 12300 Sherman Way, Apt. A4 North Hollywood CA 91605

Animezanai Bill Henderson 809 E. 19th Street Santa Ana CA 92706

The Bay City Animation Group Mitch Glasner 3259 Malcom Ave. Los Angeles CA 90034

The California Institute of Animation Randy Arnold 800 E. Washington #219 Colton GA 92324

Cartoon/Fantasy Organization (C/FO)
Los Angeles Group
Fred Patten
11863 West Jefferson Blvd.
Culver City
GA 90230

Santa Barbara Animation Appreciation Assor Ed or Steve Schultheis P.O. Box 91729 Santa Barbara CA 93190

Santa Monica Bill Glass 418 Rose Ave. #8 Venice GA 90291 Southern California Animation Network (SCAN)

Lee Oeth 4395 70th St. #21

La Mesa CA 92041

Tel.: (619) 698-3148

Star Destroyer Dominion James G. Lomax 615 Las Lomas Road Duarte CA 91010

Earth Defense Command Star Blazer/Yamato Fanclub P.O. Box 515942 Dallas

TX 75251

The Japanese Animation Fan Alliance (JAFA) Jevelyan, dir. of correspondance

P.O. Box 2015 Hermet

CA 92343-0300

Japanese Animation Fanclub William Chow 6067 Battison St. Vancouver, BC, Canada V5S 3M7

Ronin Network P.O. Box 1462 Los Altos CA 94022

The Boston Japanimation Society Marianne Popa

25 Child St. Jamaica Plain MA 02130

Tel.: (617) 524-4304

Anime Hasshin Lorraine Savage P.O. Box 132 Warren RT 02885

Please note:

The promotional T-Shirt offer has been cancelled because of logistic problems. NO MORE orders will be taken. Sorry for those who haven't ordered yet. But don't worry, there will be other similar offers in the 9. Excaliber future

Alain Dubreuil

TOP TEN MECHA

Again this time there was a slight increase in the amount of answers to our contest. There is not much of a surprise in the ranking list of this mecha contest. There were some little problems because some of you voted specific mecha types while a majority of others casted for the general type (especially in the Cyclone and Veritech categories were there are several varieties). I tried to enter your votes in fair a manner as possible. The results are.

1- Veritech

2- Alpha 14- Shadow Alpha 3- Cyclone 15- Zentraedi Flag.

4- Hovertank 16- Invid Royal B.C. 5- SDF-1 17- Saber Cyclone

6- Beta 18- Armoured Veritech 7- Female Power Armor 19- Vindicator 8- Super Veritech 20- Gladiator

21 - Bioroid 10- AJACS 22- Logan

11- Invid Shock Troop, 23- Alpha-Beta link 12- Officer Battle Pod 24- Tactical Bat Pod 13- MAC II 25- Red Bioroid

There were also at least 25 other mecha entries which would be too long to enumerate here. Several of them were from the Sentinels so they do not count. Some of you casted votes for the Petite Cola Machine! (Sentimentals...). Some were also almost left aside: the Spartan, the Fighter Pod, the Hover Cycle, The Invid Scout, Others like the Artillery Pods were not even mentioned, A general remark: you fans do not seem to like "enemy" mechas, well... A sure thing is that this contest got you thinking hard searching for some very unexpected choices; there's where the fun lies.

We will wrap up this section with a combined male, female, mecha TOP TEN for the Sentinels. Just send a ranking list for each of those three categories, DON'T WASTE ANY MORE TIME AND RUSH IMMEDIATELY TO YOUR PENS! Protoculture Addicts wants to say a big thank you to the U.S. Renditions staff for their very nice collaboration in this TOP TEN contest.

Where else can you find giant robots, barbarians, superheroes and quantum ducks in the same place?



The irregular science-fiction/fantasy fanzine

For more information, send a self-addressed, stamped envelope to: CVARW. FO BOX 1566, St.-Laurent, Quebe HBL 427. For one issue, send \$2.50 Cdn./\$2.00 US; for a five-issue subscription, send \$2.50 Cdn./\$2.00 US; for a five-issue subscription, send \$10.00/\$8.50 US. Please make all cheques and money orders to the name of Ad Astra Productions.

UH?! chronicle of the odd & bizarre...

Episode 31:

- When they are lowering the Protoculture chamber on a platform, there is a Veritech moving his arms while saying "steady, steady". Apparently, his hands have been drawn the wrong side in relation to the forearms. Is that what they mean when they say that Veritechs are double-jointed?
- Rick takes off in a Super Veritech, but when we see the profile of his plane, it's a normal VF-1S!

Episode 32:

- We see Khyron and his troops rejoicing over the capture of Minmei and Kyle. We find it intriguing that they have big roasted animal legs (bone included, mind you) and Zentraedi-sized bottles of wine to lunch over it. As we recall the three spies being amazed of Terran cuisine, I guess Khyron and co. should not complain because they seem well First she tells him that she thinks Lisa went equipped as far as good and tasty food is concerned. So what are they eating? Fred Flintstone's steakosaurus flambé? (gravy in option; choice of red or white wine to go with it).

Episode 33:

- Fine episode, nothing unusual to mention here.

Episode 34:

- When Rick & Minmei meet at the airport, she is not carrying anything. A while later, she offers a big box containing a gift to Rick. Where did she take that from? Her hat?
- A while later, we see an empty glass on the table. The waiter comes with two cups of wine but he does not take back the glass, however. Anyway, after that, the glass is not there anymore; just disappeared, and so did the box by the way! But worry not, the glass eventually reappears, full of water, somehow instantly blinks in Kyle's hand, ready to be spilled on Minmei. What do they need waiters for, the table can handle the service very well alone!
- After leaving Monument City where he met Minmei, Rick is seen driving on the left side of the road, then on the right side. Probably

had too much to drink.

- A strange detail here: the Excaliber Command Center (the base where Rick is going) appears to have mostly Gladiator mechas... they sorta misnamed the place...
- Lisa really has a good temper. Rick kept her waiting for OVER 8 hours, in weather, and she doesn't even rip his heart out. Boy is she infatuated!
- At the end of this episode, Kyle's announcing that Minmei will sing "We Will Win" and we then hear the music of "Stage fright"! No wonder she missed her cue!

Episode 35:

- The Zentraedi have really learned much from their contacts with human beings. At this point, they can repair very complex machinery as they did with Khyron's battlecruiser.
- Sammy must be hiding something from Rick.

home. The she adds that Lisa didn't come in. Something is afoot here (and, of course, Rick does not notice a thing!).

Episode 36:

- In the beginning of episode 35 we saw Khyron's ship in the forest but in plain sight. In this one, as it lifts off, it is entirely covered by trees. The RDF sure has a strong vegetation regrowth program.
- Small note: we briefly see a VFX-4 over Macross city and seconds later, Rick has a model of the same plane in his hands. We do not see much of this plane in this series so watch it carefully!

Jean Carrières & Alain Dubreuil

N.B. No Top Uh?! this time. We will begin with New Generation episodes in next issue.

JC & AD



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(Include a S.A.S.E. for prompt reply)

JACK McKINNEY INTERVIEW (2)

P.A. : You put little "quotes" at the beginning of each chapter. I think that was a great idea. Can you explain what were your motivations concerning those little additions to the original script ?

J.M.: They're called "epigraphs", and they're a fairly common device in both fiction and non-fiction -- to make some point or set the tone of a book or chapter. Of course, using invented sources adds an air of reality to the overall story, a sense of detail and verisimilitude.

Probably the most notable practitioner of this device, in science fiction, is Jack Vance -- whose books I recommend to your readers most heartily.

Perhaps Protoculture Addicts can publish the definitive "ROBIBLIO" -- my name for all the sources I've compiled during the Wars.

P.A. : Lazlo Zand had a major role in your adaptation of the second ROBOTECH war. There were also other major modifications in the original storyline. Can you point out some of them and tell us why you wrote them ?

J.M.: Zand was invented in an effort to show the, ahem, "dark side" of Protoculture on a human. He is based on a nameless character who was standing next to Lang -- evidently an aide or subordinate of some kind -- during a conference in the Macross section of Robotech.

He was also part of the freshing-out of Dana's Story, She's immature and at times unbelievable in the series, but when she's put in the context of these hidden machinations and paranoia-producing covert ons that've overshadowed her life she becomes, I hope, more understandable. And again, I thought Robotech fans would enjoy some additional food for thought.

P.A. : Was adapting ROBOTECH II: The SENTINELS any different than what you had to do with the first twelve books?

J.M.: Yes, as I said earlier. Obviously, I J.M.: As you and I know, I've prepared a also had to do without completed episodes, except for the first three that constituted the "movie". But I must admit, I enjoyed freedom that came along with that.

P.A. : As we proudly announced in Protoculture Addicts #4, we know you are currently writing the eighteenth book of the ROBOTECH saga, which should be released at the beginning of 1990.

What will be the main features of this final chapter ?

J.M.: Who is Haydon? What's his connection with everything we've already seen? What happened to the SDF-3? What happened on Earth after the Invid left? What, ultimately, is Minmei's connection to the protoculture-what gave her voice such tremendous power? What happened to SDF-1's fold drives? And of course, what happened to all the characters from the previous seventeen books?

P.A.: The sacrifice of Janice as well as the seemingly useless death of Breetai has been quite a shock for many fans. Many readers think that killing them, and especially Breetai was unfair! Now, how do you answer?

J.M.: I'll say that those events were in the basic plot outline given to mee by Carl and Harmony Gold, but I won't hide behind that.

War isn't fair. Listen, you think war is all flying around in glitzy machines and island of Bali". zapping aliens? In war, people die. Nobody's life is sacred. If you picture yourself as always coming back from the mission, you're fooling yourself.

If the deaths in Robotech upset and shocked readers, good! Now that they've thought about that, they should think about themselves dying -- not gloriously, but hideously and painfully, and leaving irreparable grief behind them. War must be kept in perspective, PARTICULARLY IN FICTION.

P.A. : Are you involved in any other ROBOTECH projects and if not, would you like to be in the future ?

script for an illustrated story in Protoculture Addicts -- provided the details of copyright and so forth can be worked out.

Beyond that, though, nothing, I'd love to come back to it some fine day, but for now it's time to get back to my own worlds.

P.A.: Well, Thank you very much Jack. Doing this interview with you has been a pleasure. We wish you the best of luck with your future projects.

J.M.: Thank you. And Thanks, RTECH readers! our response to the books made me grateful and proud.

Michel Gareau

The views presented in the preceding interview are not necessary those of Harmony Gold U.S.A., Inc.

"Jack McKinney has been a psychiatric aide, fusion-rock guitarist and session man. worldwide wilderness guide, and "consultant" to the U.S. Military in Southeast Asia (although they had to draft him for that)."

"His numerous other works of mainstream and science-fiction -- novels, radio and television scripts -- have been written under various pseudonyms."

"He resides in Ubud, on the Indonesian

Biographical notice printed in Robotech II: The Sentinels novels published by Ballantine Books.



JACK McKINNEY, IF YOU WILL

We're, at a rough guess, 1,250,000 words along the timewarp of the Robotech books now. ("Now" for me is late August 1989, and while book #18 hasn't appeared, it's done. So I'm counting it.) The last shot's been fired. last miracle brought off.

And comes now the time -- though I couldn't really tell you if I expected this from the first or not -- for a couple of writers to step out from behind Jack McKinney. Not so much to take a bow as to own up to the rumors on computer bulletin boards and so forth. And say thanks for the reception the books got, and the chance to do Also maybe to answer a few of the questions people've lobbed at Jack over the vears.

Jack McKinney turns out to be yours truly and JAMES LUCENO, both of us novelists and script writers in lives of our own, but halves of Ol' JM when the sensors paint incoming bogies and it's time for the Veritechs to hot-scramble, With the completion of #18, tentatively title End of the Circle, we've decided to concede what's become a sort of open secret, and come clean.

Michel and the other folks at Protoculture Addicts have asked me to talk just a little about the two guys in the Jack McKinney suit. Now: it's a dangerous & illadvised thing to ask a writer to talk about him or her self. As bad as a politician. almost, in some cases. But since the McKinney interview and similar material has appeared in this 'zine, it's only right to clear up a few details.

It happened like this...

I met Jim Luceno one night in Hillsdale, NJ, in late Spring of 1974. Both of us were working on what were to become our first novels, and two ladies of our acquaintance thought we ought to meet. I found Jim widely read, singularly well travelled and also funny. The way I remember it, we sat to one side most of the evening talking, ignoring our companions past, I suspect, the point of rudeness.

We became friends but moved off in

prodigious journeying and me to a little fate. post-grad bumming, then a succession of jobs not worth recounting. stomping grounds of Westchester, NY, doing a lot of carpentry and small contracting. I was down around Jersey City and Hoboken most of the time then

We were collecting rejection slips by then. We saw each other fairly frequently. talked endlessly about books, movies, books, belief systems, foreign countries, books,

To cut through a lot of mummifyingly fascinating detail, we both sold our first novels to Ballantine. Jim's was Headhunters. a midnight rollercoaster of a book with a vivid vein of native mysticism, dealing with young american ex-pats in South America

separate directions -- Jim back to his scamming questing -- spiraling toward their

Mine was a fantasy. The Doomfarers of Jim eventually Caramonde, one of the original twelve Del Rev returned, taking up residence out in his books. A Connecticut Yankee variation wherein I drew on some things from a four year Army

> (Unlike Jack, neither of us was ever drafted, But certain, shall I say, persons of our acquaintance, who had a kind of effect on the McKinney personna, were.)

> So, we both worked the writer's trade and a few others besides. I've done some Star Wars character novels and the Public Radio adaptations of SW and The Empire Strikes Back, as well as fantasy and SF of my own. Jim's written genre and mainstream both. We scripted for animated SF television series.

> When we could, we'd knock around together, maybe travel, Guatemala, Peru,





Nepal. The very perilous West Cost of Dreaded North America.

I should note here that Jim constitues the "wilderness guide" part of Jack's aggregate being. And I do mean wilderness, not glorified fishing trips. Obscure Mayan ruins, walking point for people from National Geographic, and like that.

When Risa Kessler of Ballantine books obtained the rights to Robotech and was considering writers, she very kindly thought of us. Collaborating for the first time, we decided to use a pseudonym -- both to give the books a unanimity and to set the Robotech saga apart from our individual bodies of work.

The rest of this tale goes pretty much the way Jack McKinney already told it, including the two VCRs we zorched, running those episode tapes back and forth, back and forth.

No fan or critic I know of ever commented on the fact that Jack McK. was turning out a novel every month, there, for quite a while. How blithely the SF community accepts the Herculean.

One thing I'm not going to do here is reveal how we divided the work. We didn't

always use the same method anyhow. But I think we made Jack pretty consistent and seamless.

(I don't mean this to sound soupy, but I sometimes came across something in galley proofs -- a title from our made-up "robibliography" or a name -- and honestly couldn't remember if Jim invented it or I did.)

Sentinels was of course a much tougher job than the original series and End of the Circle, kilo for kilo, perhaps that hardest of all. The gathering of the threads; the feeling that Protoculture Addicts everywhere were looking over Jack's shoulder, demanding that the endgame fulfill what's gone before.

Along the way Jim's published two novels (Rio Pasion; Rain Chaser) in a new mainstream series about a fey, peripatetic former Peace Corps worker, Matt Terry. Number three's almost done. He's also got some SF coming along soon from Del Rey: A Fearful Symetry in December; Alien Illegal and Kaduna Memories a few months later. And a reissue of Meadhunters.

(Anecdotally: Jack's address was mentioned, in one bio, as Ubud, on the island of Bali, in Indonesia, because Jim had just passed through, researching Rain Chaser. Fan mail arrived there and, what with everybody knowing everybody, found its way back to lim h

I'm currently trying to put the lid on a rong book about an ocean planet, GammaLAW. I figure to do another Fantasy next; I don't like the exasperated looks Lester del Rey's been shooting me.

So there you have it, Protoculture Addicts.

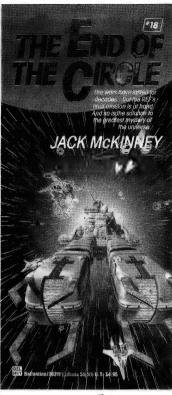
I want to thank Michel for agreeing not to mention us -- indeed, for playing along with Jack's existence -- until things just got untenable.

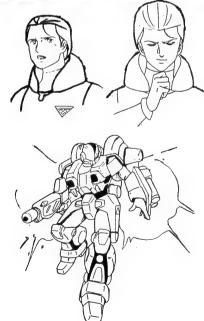
That notwithstanding, Jim and I have been thinking lately about a few things Jack might get into. Some books and series of his own and possibly some tie-in work as well.

After all, the guy is so prolific.

Brian Daley Martha's Vineyard, Mass. August 25, 1989







CHAPTER

"Beware the skies, for the cerulean rainents of that sweetscented realm mask a darkness and evil that know no bounds. And do not look to heaven for peace, for there resides hell. And beware all who descend from those skies, for they are the harbingers of death and destruction."

> Dogma of the Church of Recurrent Tragedy as quoted in Weverka T'su's. Aftermath: Geopolitical and Religious Movements in the Southlands

HE STARSHIP ARK ANGEL HUNG IN GEOSYNCH, 36.000 kilometers above Brazilas in the Southlands. Recently returned from a distant campaign, it alone had been spared the wrath of the Invid's transubstantiating departure, one ship among scores in that moment of victorious defeat.

Scott Bernard had yet to decide whether its survival constituted a curse or a blessing.

He could just make out the warship's underbelly through a small oblong viewport set high up in the curved hull of the chemical shuttle's passenger cabin. A soft-soled boot, free-floating, drew his attention forward, and he watched it for a moment, thinking: Weightless. Hugged to the padded contours of an acceleration couch by web belts and Velcro straps. as if on some nostalgia-steeped theme park ride.

Although restrained might have been a better word to describe his present circumstance, as in temporarily prevented from doing harm to himself or others. Not that he would. But there were half a dozen G2 analysts planetside who thought differently.

Jack McKinney

Scott sniggered aloud, unperturbed by the curious glances his self-amusement had elicited. He returned the looks with interest until one by one each of his fellow passengers in the cramped cabinspace turned away.

Oh, he had it, all right: what Rand had once called the look of the lost.

Scott inclined his head to one side to get a better angle on the ship, her dark symmetry obscuring a narrow sweep of stars. She had been built and christened on the other side of the Quadrant, the very ship Colonel Wolff had pirated from Tirol orbit years before. The ship that had become the Sentinels' own.

Running lights illuminated an array of weapons and sensor ports dimpling her underside—retrofitted sometime during the three years since Scott had last seen her—along with a swath of heavily blistered alloy, where angry tendrils loosed from the Invid's mindstuff phoenix had brushed her just three months before. She rested alone in gravity anchor, save for the countless metal fragments that drifted above and below her: the lingering debris clouds of Dolza's fleet; of Little Luna, the Zentraedi factory satellite; of the hapless, goosenecked ships of Mars, Venus, and Jupiter Divisions; of the Robotech Expeditionary Force's tri-thrusters and Karbarranmanufactured boilerlike monstrosities.

Earth was in fact haloed by death and destruction. But liberated—or so it seemed.

A Tiresian-accented voice cautiously interrupted Scott's painful reverie.

"Colonel Bernard," the woman repeated as Scott turned from the view. She stood wavering in the narrow aisle, Velcroed in place, strands of auburn hair wafting out from under a pearl-gray shuttle bonnet. The smile, too, seemed fastened there, detachable with the slightest tug.

"What is it?" Scott asked, masking his thoughts.

"Sir, General Grant wishes you to be informed that he'll be on hand to meet the shuttle. Mrs. Grant and Senators Huxley and Penn are with him, sir."

Scott nodded and put on a pleasant face, certain it read as a twisted malicious grin. But the woman only broadened her smile in response and asked if there was anything he needed before docking. He told her he was fine and leaned over to watch her space-step down the aisle, a child learning to walk. So much to relearn, he told himself. So much to forget.

The chemical shuttle itself was symbolic of the change. Launched from a twenty-five-year-old reconstructed base in Venezuela Nueva, the ferry and a handful of others like it were humankind's only existing links with near space. There was the Angel, of course, but she had remained in geosynch ever since the disastrous finale to the assault on Reflex Point, the Invid queen's hivelike stronghold on the North American continent. Word had it that a small portion of the REF's mecha-Alphas and Shadow fighters, principally-was still functioning, but most of the older generation Cyclones and Veritechs had simply given up the ghost.

No one knew what to make of the events that had occurred at Reflex Point. In the wake of the Invid departure all sorts of reports had reached Scott and his team of freedom fighters. The REF fleet had been destroyed; it had survived. The Invid had exited the solar system; the Regis had relocated her horde in the Southlands. The SDF-3 had been destroyed; it had manifested from fold and been swallowed up by the Invid phoenix; it had failed to appear at all . . . Eventually, Scott learned that the fleet had indeed been vaporized and that the flagship had failed to emerge from hyperspace. He had not bothered to wait around for verification. With an assist from Lunk and Rand, he had managed to commandeer and make serviceable an anni-disc-ravaged Beta, only to find that the VT was not much good outside the envelope and that the Ark Angel had removed herself to stationary orbit over the South-

It had begun to make sense after the initial anger and disappointment had washed through him. Much of the northern hemisphere was devastated, and where else would reconstruction commence but in the south, where several cities had actually flourished during the occupation. Norristown, once the site of a Protoculture storage facility, was fast emerging as the leader of the pack, and it was there that Scott had ultimately set down. Like a fly on laquered paper. Mired in red tape for close to two months before Provisional Command had okaved his request to be among those shuttled up to the starship.

Jack McKinney

The question he had heard most often those two months had been: "Scott who?"

It seemed that Mars and Jupiter Divisions were filed away in command's mainframe as having gone down with all hands, and so the person claiming to be Lieutenant Scott Bernard of the 21st Squadron, Mars Division, had to be a ghost, a zone loonie, or an ambulatory case of what the neurometrics were calling Post-Engagement Synaptic Trauma-PEST, for short.

Ask Dr. Lang about Scott Bernard, he had pressed. I'm his godson, for chris'sake!

Only to hear: "We're sorry, er, Lieutenant Bernard, but

Doctor Lang is not available at this time.

Later, Scott would learn that his godfather and mentor had been aboard the ill-fated SDF-3 when it had jumped from Tirol. But in the meantime he suggested that Captain Harrington might be able to vouch for him. Harrington had commanded the first wave of Cyclone ground teams the REF had directed against Reflex Point.

After all, it was not like he was asking for medals, Scott had assured the analysts. But the least Command could do was acknowledge what he had achieved on the yearlong road to Reflex Point or applaud his one-on-one with the Invid Corg in the seasonally shifting skies above the hive cluster. Why, some of Harrington's team had even seen the Invid simulagent's flame cloud, had even seen Scott go into the central dome!

He was sorry he said it even before the words had left his

"Now, uh, what was that you were saying about talking to the Regis, Lieutenant?" the boys from G2 had asked. "You did say something about her being, let me see here, 'a baldheaded column of light twenty feet high."

And so he had played the PEST for them, steering clear of any mention of Marlene or Sera or any of the mind-boggling time-space displacements he'd experienced inside the hive

In retrospect, he had to ask himself whether pulling out all the stops would have brought the med teams' debriefing reports to Jean Grant's attention any sooner, but they had reached her on their own momentum in any case, and Scott had finally been granted permission to come aboard.



THE END OF THE CIRCLE

And issued a battlefield commission to full bird, to boot. For Scott it was something else to snigger at: a promotion, in an armed force without ships or soldiers, defenders and liberators of a world that wanted little part of them even now.

The shuttle docked in one of Ark Angel's starboard bays just as Sol was flooding the eastern coast of the Southlands with morning light. Scott drank in the view that had been denied him when Mars Division had approached a year earlier: Earth's characteristic clouds and swirling weather fronts, its deep-blue water oceans and healing landscape. And for the first time in years he found himself thinking about Base Gloval, his father's forefinger thrust upward into the Martian night, pinpointing a homeworld. Huddled afterward in the prewarmed comfort of his sleep compartment, he would grapple with the notion-that faint light, a home. But even after his family had been transferred to the factory satellite to work on the SDF-3, Scott could not regard Earth as such. And he had so few memories of those years that he called Tirol home now and perhaps always would.

Only a week ago he had learned that his parents were still

The memories surrendered to more recent recollections as Scott and the rest of the shuttle's privileged boarded a transfer vehicle that ferried them into the ship proper, Ark Angel's artificial gravity settling on him like oppression itself. Nearly every component of the ship was different from what he remembered, from the illumination grids that checkered the holds to the persistent foot-tingling basso of the dreadnought's internal systemry.

He soon caught sight of Vince Grant, towering walnutbrown and square-shouldered over a small gathering of civilians and military personnel bottlenecked at the arrival hold's security gate. There were hands in the air, salutes, a welter of voices that brought to mind vid-scenes of turn-of-thecentury airport arrivals, and it was obvious to Scott all at once that the REF was as altered as the Angel herself. He sensed something cool but determined in the ship's slightly sour air, a single-mindedness at work he had not experienced since Tiresia.

A male aide appeared out of the crowd to escort him

through security, and a moment later he stood facing the Grants and the two Plenipotentiary Council senators.

"Colonel Bernard, reporting as ordered," Scott said with

a crisp salute. "Permission to come aboard, sir?"
"Granted." Vince returned, working the muscles of his massive jaw into a tight-lipped smile. "Welcome home,

'Oh, Scott," Jean said, rushing forward to embrace him.

"God, let me look at you.

He took a step back to allow for just that, extending a hand at the same time to Justine Huxley, then Dr. Penn. Vince and Jean were outfitted in modified REF uniforms, collarless now but with flared shoulders and simleather torso harnesses retained. The senators were loose-fitting jumpsuits of a design that had originated on Garuda.
"Good to see you, my boy," Penn said with paternal sin-

cerity. "I only wish Emil and Karen could be here with us."

There was no mention of Karen's lover, Jack Baker; certainly there was no love lost between Dr. Penn and Baker, in any case. Karen, like Bowie Grant, had elected to ship out aboard the SDF-3. Let them all have better luck than Marlene and I had, Scott thought. Even if that means dying together.

The scientist's words had thrown a curtain of silence around the five of them, a spot of stasis amid the bustling activity in the hold. "Is there any word?" Scott asked, hoping to

break the spell.

Jean shook her head, her dark honey complexion paled by the exchange. Her hair was pulled back into a tight chignon, imparting a touch of severity to what was normally the warmest of faces. "We've received some garbled subtrans from Tirol. The ship folded soon after Rheinhardt and the others were away. There's been no word from the SDF-3

"I think we should have this discussion elsewhere," Vince said with a hint of suggestion in his voice. "We all have a

lot of catching up to do."

"Colonel," Huxley said before everyone set off, "I do
want to apologize for this somewhat subdued welcome." She gestured around the hold with a quivering, aged hand. "As you can well imagine, we've all been trying to adjust to the loss of our friends and compatriots."

Scott could see that she was referring to the destruction of the fleet rather than the presumed loss of the SDF-3. "I understand. Senator," he told her. "No need for apologies."

"Besides, Colonel," Huxley continued after a deep breath. "what with the Council trying to set up summits with our planetside counterparts and Jean's medical teams doing what they can . . . Well, I'm certain you do understand, Colonel Bernard.

Scott did not envy either group but thought it might be particularly rough going for the Council itself. To the last they had been respected members of the United Earth Government. But that was before the ascendancy of the Army of the Southern Cross, the arrival of the Robotech Masters and the Invid. and the factionalism and isolationalism that had thrived during the occupation. Those would-be leaders below barely trusted their neighbors, let alone a council of lawmakers and theoreticians absent for fifteen years. Scott was not sure whether Huxley, Penn, and the rest had grasped the fact that Earth was a changed world.

Scott found Vince Grant studying him when he looked up. "I know the promotion might not seem like much, Scott, but we haven't gotten around to honoring individual effort just yet.

Scott was taken aback. "Excuse me, sir, but if you're talking about medals or citations-

'You've certainly earned them, Scott," Jean said hurriedly, glancing up at Vince before showing Scott an uncomfortable look. "We just want you to know-Scott held up his hands to stop her from saying anything

further. It was a sham, and everyone knew it-or at least they should have. There were no heroes this go-round. Scott said to himself, as he had so often the past three months. No matter who had done what at Reflex Point or anywhere on either side of the envelope.

There were only survivors.



A WARP IN THE SPACE-TIME CONTINUUM...

The SDF-3 has remanifested from spacefold, but no one aboard has the faintest Idea where they are. The ship appears to be grounded in some glowing fog, ensaired by light itself. Lang and Rem dub the phenomenon "newspace" – but are at a loss to explain what it really is and who, or what, is keeping them there. For Lang, it seems like old times: The ship's Protoculture drives have

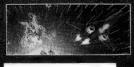
But other events are transpiring, unbeknownst to the stranded crew of the SDF-3

in Earthspace, the ARK ANGEL has been spared the fate suffered by the REF main fleet after the Invid transubstantiation. Vince and Jean Grant decide that the only logical course of action is to try and locate the SDF-3.

On Haydon IV, something has awakened the Awareness – and a mysterious change comes over Awariness—and a hijsterious change comes over the Haydonites. Execore and the four Sterlings suddenly find themselves imprisoned beneath the surface—as the planet leaves orbit, destination

All of the pieces of this strange cosmic puzzle are about to come together... and the ultimate conflict is imminent. The question is:

WILL THE UNIVERSE SURVIVE?



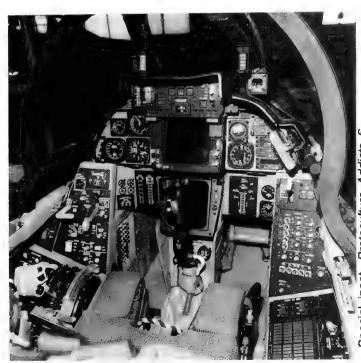


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F-14 GALLERY





Special inset, Protoculture Addicts 6 Photos: Grumman Corp.



"Sentinels Victory", by Michel Gareau Special inset, *Protoculture Addicts* 6

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F-14 GALLERY





MAKING THE VERITECH A REALITY

A short trip through the world of aircraft design.

by Peter B. Halley

Now we look at the process of transformation from Fighter mode to Guardian mode. Referring to part A of the transformation illustration, note that the process starts with the main engines/"legs" swinging down, the rear horizontal stabilizers folding back, and the tailfins folding down. These processes occur at the same time.

Going on to part B, the next steps are the "arms" sliding out and the tail section swinging up to rest on the fuselage (the main body of the aircraft). At this point the secondary engines in the tail section start up.

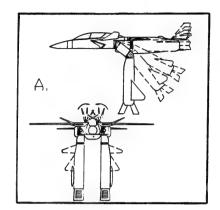
The final part of the transformation is shown in part C. Here the "arms" swing down.

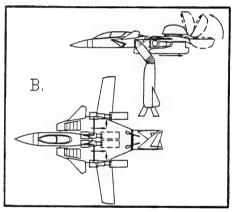
Okay, so you're flying this plane, and you go to Guardian mode; what does it feel like? You would feel sudden decceleration and falling sensations. This is because, for a short time, you lose all forward thrust. That causes you to lose airspeed, and thus to lose lift. You probably wouldn't lose more than 200 ft of altitude and 30 mph of forward airspeed.

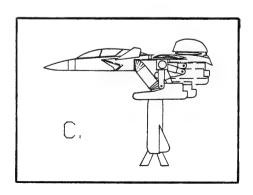
Turning our attention to the Weapons Layout, it becomes obvious that the reality-based Veritech can carry a variety of weapons for both air-to-air and air-to-surface missions.

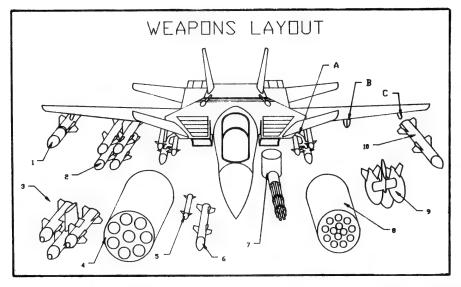
Looking at the weapons-carriage facilities:

A. Shoulder pylons; specifically designed to carry 2 Advanced Short-Range Air-to-Air Missiles (ASRAAM) and 1 Advanced Medium-Range Air-to-Air Missile (AMRAAM) on each side.









B. Pivoting pylons; can carry up to 1360 kg (3000 lb) of ordnance or a 1500 L (330 gal) fuel pod on each side.

C. Pivoting pylons: can carry up to $450~\mathrm{kg}$ (1000 lb) of ordnance on each side.

And looking at the weapons choices:

- 1. Harpoon Mk.II anti-ship missile
- 2. Quad of Hellfire Mk. II anti-tank missiles
- Trio of Air-to-Surface Missiles (ASM), medium range
- 4. Short-range ASM pod
- ASRAAM
- 6. AMRAAM
- M-61 Vulcan 20 mm cannon with 1000-round drum of ammunition
- Rocket pod
- Trio of bombs, either general purpose or "smart" (laser-guided)
- 10. High-Speed Anti-Radiation Missile (HARM)

In Guardian mode, the aiming of the M-61 is slaved to the position of the pilots' helmet; the gum follows his line of sight. There is currently research being dome on this system, and I expect it to enter production in 5-10 years.

Going on, we now take a brief look at some auxiliary systems and equipment (see the drawing of the same name).

Note that the long range fuel pods have fins on them which make them look like darts. The reason for the fins is that when the tail section folds up, you lose most of your directional stability (like taking the fins from a weathervane). The pods' fins give back some of that stability.

Without the fuel pods, directional stability is achieved in Guardian mode via the Reaction Control System (RCS). The RCS takes bleed air from the engines and directs it out nozzles at the wingtips in such a way that the aircraft is kept on the proper heading.

Also, note the extremely important structural interlock system. This system holds the main engines/"legs" up in fighter mode. This is needed because the hydraulics that change the angle of the "leg" system couldn't possibly hold up the "legs" by themselves.

While not exactly auxiliary equipment, included in the drawing are the optical, precision targeting, and navigational equipment bays (see the glossary for a brief

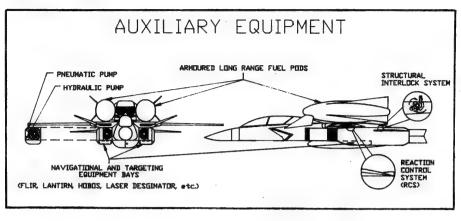
explanation of the acronyms). Also included are the hydraulics and pneumatics pumps, which are driven by the main engines.

Finally, there are some tough questions which you're not going to like, but which must be asked:

- What good is the Veritech?
- Is it worth the cost?
- Is the added complexity worth the weapons platform you'll get?
- Will the added complexity be too much of a manufacturing and maintenance hassle?

These are all valid questions an aircraft designer would have to answer before approving the Veritech concept for production. My answer to all of the above is "I don't know". I know enough to separate the possible from the obvious crap, but I cannot answer the above questions with any certainty.

But I can hope. And I can dream.



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GLOSSARY

This covers all technical or unfamiliar terms Chaff: silvers or aluminum foil, pre-cut to which have been used in this article.

ASRAAM: Advanced Short-Range Air-to-Air Missile.

AMRAAM: Advanced Medium-Range Air-to-Air Missile.

Avionics: stands for aviation electronics; covers all life support, targeting and navigational systems.

Battloid: a humanoid, human-piloted giant

Bleed air: an aircraft engine basically takes air in, compresses it, ignites it, and pushes it out. Bleed air is air that has been siphoned off from the engine, usually from the compression stage.

Canards: Horizontal stabilizers that are located in front of the wing.

Compounds of metallic and Ceramics: non-metallic elements: known for their brittleness, thoughness, resistance to heat and cold, and light weight.

the length which will best reflect enemy radar: used in clouds, chaff can cause a radar-guided missile to break its lock on you.

Composites: a composite material is composed of two or more dissimilar materials bonded together, having the properties of each of its components. The components usually are plastics and organic fibers.

ECM: Electronic Counter-Measures: includes electronic radar jamming and chaff.

Fighter: an aircraft designed primarily for air-to-air combat, with a secondary air-to-surface combat role.

Flare: a device which burns a magnesium strip; used to decoy heat (actually infra-red) -seeking missiles.

FLIR: Forward-Looking Infra-Red; a night/bad weather navigation system.

Hobos: Homing Bomb System; optical targeting system for "smart" bombs.

HUD: Head's-Up Display; projects vital information onto a piece of glass or plastic directly in the pilot's line of sight.

IFF: Interrogate Friend-or-Foe; an electronic way of asking for a secret password and getting a proper response; used for beyond-visual range identification.

LANTIRN: Low-Altitude Navigation Targeting Infra-Red for Night: an advanced version of FLIR.

Laser Designator: the guidance cue for certain "smart" bombs and missiles.

Radar: stands for Radio Detection And Ranging; a means for finding far objects by sending out a radio wave; if it bounces off something, you find out how far away it is by timing how long the reflection took to reach you.

"Smart" bomb: a bomb which may be guided to its target, as opposed to just being tossed.

Peter B. Halley

ROBOTECH WORLD

SPANGLER, Bill; LING, Michael. Robotech II:

The Sentinels. The Malcontent Uprisings

#1. Newbury Park, Eternity Comics
(Malibu Graphics), August 1989, 26 pl.
(1.95\$US/2.35\$GAN).

Max is captured by the Malcontents and Miriya receive a strange message.

This comic appeared on the shelves in the very beginning of August. It is rather difficult to judge a 12-issue series only on its first issue but we will try to give you our appreciation. First, the artwork: it is very nice though there are a few drawings that seems to lack a little something (some character proportions or movements are occasionally "strange") but composition, layouts, characterization & expressions are of high quality, having very little to envy to true-to-form mangas. In fact, it is a good blending of american and japanese style. The artwork is very promising. I'm sure that Ling's style will get better as he gains confidence. I definitely like his vision of the Robotech world.

The lettering (done by Clem Robins) is excellent and professional. No complaints there. The plotline is very good and the story keeps your attention. You can feel the action (it reminds us of some RPG adventures we played!). There is an interesting attempt at putting depth in the characters by stressing their psychology. That gives a lot of interest to the story but sometimes it seems that Spangler pushes it a bit too far (particularly in the scene where Max kills a Zentraedi with a stone!). Also, some could be annoyed by the fact that Zentraedi, in spite of their previous technical inaptitude, are able to build or repair mecha. That can easily be explained; after all they must have learned something more than love from their contact with Humanity. The story is full of wonderful details (the use of Zentraedi language, the flashback explaining the Malcontent Uprisings' origin: the riots of Brazilia -- is it possible that the mention of Governor Leonard (to be the Supreme Commander of Southern Cross) giving order to

fire on protesting Zentraedi is an allusion to Governor Reagan doing the same against some university students in '68? -- and the tragical death of Miriya's friend). We can't wait to read the continuation of this story!

Overall, it is very good as we found it even slightly better than *The Sentinels*. That means we highly recommend it to you.

This first issue is acompanied by an introduction by Bill Spangler. He explains how he became interested in Robotech, what Malcontent Uprisings means to him and what this limited series will feature. Among other things, we will learn about the Wolff pack, the Southern Cross Army, and the not-evereasy relation between Max and Miriya, the main characters in this series. There is also some character design and Miriya's bonus pin-up.

CJP & JC

RIDDICK, David K. (Prod.). Robotech Perfect Collection. Produced by Nippan/U.S. Renditions, manufactured by JVC Disc America. 1989. Compact Disc BCM, AAD, 23 tracks, 52:57 min., SDF-CD1. \$16.95 US.

The Robotech American BCM CD includes: [1] Robotech Main Title [2] Mechastorm [3] Flower of Life (Regis Theme) [4] Enemy Attack [5] Love Theme I [6] We Will Win [7] Robotechnology Theme [8] Love Theme II [9] Rick Hunter Theme [10] Roy Fokker Theme [11] Earth Government at Work [12] Lonely Soldier Boy [13] Macross Theme [14] Robobumper [15] Red Alert [16] The Way to Love [17] Together [18] The Sentinels Medley [19] My Time to Be a Star [20] We Will Win (Minmei Extended Version) [21] It's You [22] Look Up (The Sky Is Falling) [23] We Will Win (Lancer Version).

Nothing really new to say about this BGM. Everybody should know it. Everybody should have it: it's a unique sountrack, and one of quality. You can always refer to Protoculture Addicts #1. p. 44, for an appreciation. Nevertheless, this BGM has

three great advantages: 1) it's a CD which means easy access to each track and everlasting quality (the CD is also made to look like the japanese BCM: with black imprint on its top); 2) the last four tracks are totally new (they were not on the record, so it's never-heard-before material in U.S.A.); 3) it comes with a VERY useful and interesting by David Riddick making a short history of the BCM, a text about the original Japanese BCMs, some explanations on the Sentinels Medley, the lyrics of all songs and the production's credits/thanks.

Very good BGM but not perfect (in spite of the title). I'm slightly disappointed by the fact that U.S. Renditions made the CD just a copy of the record with four bonus tracks. They could have made some rearrangements... I was also hoping to find on it some of the new songs heard on the French BGM (see PA #5 p. 26 about that): sang version of Flower of Life, Lancer's Lifeline and Don't Get Any Setter. But that is not bad because it leaves place for another BGM (maybe, if this one sells well)!

Fan or not this is a must. It's the only way in America to sample the quality of the Original Robotech Sountrack. First, BGMs and songs are good (I mean marvelous); recording is perfect; lastly the CD and the booklet are so beautiful (as well as the Sentinelsell reproduced on the back of the casing)! It equals any japanese BGM. What more can wat sk? Don't forget, music is an important part of the Robotech Universe... For now, all we can do is enjoy this piece of art and wait 'till the next CD BGM. for MORE.



MASON, Tom & ULM, Chris; Waltrip, Jason & John. Robotech II: The Sentinels. Wedding Special. Newbury Park, Eternity Comics (Malibu Graphics), April-May 1989, 2 issues (22+28 pl.). 1.95\$US/2.50\$CAN.

This 2-issue mini-series, taking place between numbers 6 and 7, makes a good break in the Sentinels series, I'll be short and direct with it. I have seen only one problem: the Waltrip brothers are good artists but less talented COVER artists. The cover of Wedding #1 is particularly unsatisfactory according to me. It's better now with the contribution of Dave Dorman in #7. Aside from this. I am really amazed by the interest and quality of this Wedding Special. This time the artwork is quite perfect, you are hooked by a well-constructed story which contains strong moments and good humor. Wedding #2 is particularly good. There are still a few mistakes in the text but that's nothing in comparison of the little suspense, the work on characters' psychology (the hate of Edwards, his plot against REF, the reminiscence of the love trio Minmei-Rick-Lisa, etc.), the nice use of technics to pass information to readers (like TV reports, flashbacks), some funny scenes (like when Lisa kicked an annoying R2D2-like Bar-Robot) and some very good lines (particularly between Rick and Lisa).

This series is a turning-point in the Sentinels comic book. It took to the writers and artists few issues to adjust themselves and find the better way to do things. Now, with that kind of work, the Sentinels series is becoming a real master-piece, a collectors item not to be missed. I just hope that Eternity will release it more often (at least bi-weekly) because at this rate it will be a long time before we see (at last!) the (superb) end of this story. Victory to the Sentinels!

FRATER, Jonathan. ROBOTECH RPG book Six: Return of the Masters. Detroit, Palladium Books, 1989. 88 p.

This book is probably one of the first books to cover a subject not specifically shown in the regular series. By this, I simply mean that it goes beyond the already known ROBOTECH Universe. The Return of the

Masters is a "spectacular sourcebook /interconnected series of adventures set in the southeast Asia against the backdrop of the Invid Invasions. This is the first Palladium book to see RDF, Zentraedi, Invid and Robotech Masters clash in a desperate bid to turn the tides of war."

To bring you more into the subject, let me just say that few years after the departure of the Regis, some Invids came back to Earth to continue to cultivate the Flowers of Life. "(...) This time there was no mass destruction to announce their arrival. One morning they were simply back (...) Characters will find themselves entangled in the mysterious jungle of the southeast Asia. They will have to face many enemies. Being sent to investigate reports from this quadrant they will soon hear stories about giants and horrible monsters. Characters will come to realize that the faith of Earth survivors might just lay in their hands...

The Return of the Masters contains many interconnected adventures which are very inspiring. The scenarios are well built and give enough details to help the CM to create a realistic atmosphere. Going into the jungle brings the players a new vision of the ROBOTECH wars and opens an infinity of new possibilities. "(...) Some Highlights of RPC book six include: The Vietnam Overwatch Freedom Fighters, The Thailand Invid Hive and Genesis pit, The martial arts arena deathsport Mecha Su-Dai, the complete floor plans of Moon Base Copernicus the last rebel outpost, and finally the plans of the Robotech Superfactory G95 (...)".

It is a great book. I must say that I would have preferred to see more artwork. Nevertheless I have to mention the fantastic photo-realistic cover created by Kevin Fales from Ninja & Superspies. Chapeau Kevin. "(...) It is the first major effort by Jonathan Frater to see publication by Palladium Books (...)" Frater has been working for a few years with Gateways Magazine as contributing Editor. All in all this book is very different from the previous ones, mainly because of the new original setting and the many mini-adventures that make most of the book. That's precisely what

gives it that special appeal. Just one thing to say: "Keep up the great work to keep Robotech alive for eons to come!"

The Magic of Palladium Books #4. Detroit, Palladium Books, September 1989. 16 p.

This is Palladium's Unabashed House Organ. The September issue of M.O.P. is out. Still with a color cover, #4 features a lot of interesting information and articles about the Palladium Universe. "(...) One Basic game (...) A MEGAVERSEtm of Adventures (...) In this particular issue of the quarterly newszine you will find many infos concerning Palladium's schedule at GENCON'89. There are some hints on how and why Mutant Animals should try to keep a low profile, some teasers from Robotech Book six: The Masters Return, and the long awaited Compendium of Weapons & Castles. Another article is the one about the characteristics of the new Robotech Land Recon Vehicle (LRV-558), A 4-wheel transformable "automobile-styled" vehicle (No, it's NOT a TRANSFORMER!!!?) designed for recon and which runs on gas to avoid detection by the enemy (namely the Invid). Very informative as usual, M.O.P. will give you a fairly good idea of what's

Michel Gareau



FANIMANGA

LAPIITA

The Castle in the sky

Lapita, Castle in the sky. 1988. 124 min. Written, designed and directed by Hayao Miyazaki, produced by Takahata Isao. Copyright Tokuma Book Store and Hibariki 1987. QR: M+M+.

This is the story of a young boy named Pazu who lives in a mining town. One day, a pretty young girl named Sheeta falls from the sky, gently lowered down by the power of a magic stone across her neck. In reality, she is queen Lusheeta the legitimate successor to the LAPUTA throne.

An incredible chase ensues for the magic stone, for it is being sought by a gang of pirates led by Dora, a lady captain with her sons, and the German army under the command of captain Mooska.

Both have heard of the legend of LAPUTA, the castle in the sky, an incredible flying island with great riches and the power to control the destiny of men. But the levistones crystal can only work in the hand of a direct descendant of the LAPUTA people... Sheeta the little girl must be captured in order to learn of the location of the enigmatic land and take control of its great power. But it is not an easy task as robot soldiers are guarding the legendary kingdom.

REVIEW

Once in a while somebody writes a great story, then somebody else reads it, assembles a team of talented people and try to adapt it into another media. But only once in a while, all the right things falls into the right places at the right time. When this happens... a classic is born.

"Laputa Castle in the sky" is one of

those. Pure cinema magic, It transgresses time, style and fashion, Because it is a well orchestrated piece of art that dazzles the eyes, tickles the imagination and touches the heart (of all ages) in grand style. The artwork and storytelling is pretty much similar to "Nausicaa" but even better. The main characters are also much more compelling and likeable. The many chases and action scenes are so well staged (good suspence with a little touch of humor) that they are as exciting as a good "Indiana Jones" chase. The most impressive part is a battle between a robot and the army, a tribute in style with the great action scenes of the old Fleisher SUPERMAN cartoons.

Streamline Pictures is taking a big gamble with the theatrical release of this feature on this side of the globe. It is however a superb choice for it has everything

to charm the American hearts. Let's hope this effort will be rewarded for it takes more people and companies with guts (like Harmony Gold USA, Carl Macek and his partner Jerry Beck) to dare take chances to bring us those jewels from Japan.

I've heard that a certain number of other such features are considered if this venture is a success. Let's all join together and give our support by seeing this film. The future of the Japanese-imported products may depend on it. You won't regret it. THIS IS a masterpiece.

André Dubois

Your can refer to articles in Animag 1 pp. 30-32 and in Quark 2 pp. 20-25 for more details on Laputa.



© Nibariki/Tokuma Shoten/Streamline Pictures

P.A. GOES TO SAN DIEGO

We wanted to meet fans, get some exposure to the anime domain so that we could exchange ideas and get to know more people (fans or retailers). The San Diego Comic Con appeared to us the best way to do both. So, we decided to attend the Con even if we knew that Michel (our best spokesman) couldn't make it because of his officer course in the Canadian Army Reserve Force (by the way, Mike, congratulations on your 2d Lieutenant's promotion) and that Protoculture Addicts has no money for that kind of trip. With the help of David Olbrich, from Eternity Comics, we reserved a booth at the Comic Con; also, on our personnal budget we got reservations at the Hotel San Diego and bought Greyhound tickets. After 71 hours of sitting on a bus passing through New-York (NY), Harrisburg, Pittsburg (PA), Columbus (OH), Indianapolis (IN), St-Louis (MO), Tulsa (OK), City (OK), Amarillo (TX). Oklahoma Albuquerque (NM), Tucson (AZ) -- in fact crossing all this beautiful country -- we (Alain and myself) finally arrived in California.

We arrived the last day of the Book Expo. We took that opportunity to recon the place and say hello to people. Among others, we met staff members of Diamond and Capital City and talked with them about our distribution.

The morning after, we installed our booth just beside Malibu Graphics. The next four days were very busy ones. As we had to keep our booth, we were unable to attend any

conferences. One of us was able to free himself once a while to make Public Relation. to interview someone, to take a look at the other booths or shop in the retailers room. There was so much to do or to see that it was scary. We made interviews with Carl Macek (about Streamline Pictures). Tom Mason and Chris Ulm from Eternity Comics, and Toren Smith (Studio Proteus). We will publish them in future issues of P.A.. We also met Ben Dunn (Ninja High School, Harlock), David Riddick (Books Nippan), Seiji Horibushi (Viz), Barry Blair (Team Nippon), Don Yee, Peter B. Halley (JAFA), Peter Payne (SCAN), Fred Patten (C/FO), and saw Phil Foglio. Mike Leeke, Mike Chen, Moebius, even Walter Koenig (from Star Trek). So many people that I can't remember them all. Of course, a lot of fans came to our booth to meet us, bought some issues and asked questions (mainly about Robotech II: The Sentinels and the absence of Robotech on TV).

The most interesting booths were those of Eternity Comics, Books Nippan, Streamline Pictures, Studio Proteus, and Viz Comics. Rach comic company had a booth. In the dealers room there were artists signing their artwork and retailers selling lots of comics. But there were also anime goods available: animation cells, video-cassettes, BGM CDs and records, books, mooks, manga, models kits, toys, etc. The Books Nippan tables were impressive for that.

evening, we were running to join the Japanese amount of copies, we have met lot of

animation room where videos had been shown since the morning. We saw there a couple of very interesting new anime. First, we enjoyed the world english premiere of Hayao Miyazaki's latest release: Tonari no Totoro (My Neighbor Totoro). It's a hit, superb. naive, quite cute, a children's story but enjoyable by all, that creates a rapture hard to describe, in short; a must. Another masterpiece: the subtitled version of Wings of Monneamise. Royal Space Force, Beside the fact that subtitling was badly done (sometime barely readable), it's a perfect anime, one of the best: very high quality animation, beautiful story (simple, deep, a bit too mystical maybe) and a well-constructed alternate universe. I also saw Yotoden 1 (a very classical ninja-style story, nothing to be carried away), Vampire Queen Miyu (good animation, complex story, I understood nothing), and Perfectual Earth Defense Force High School (short anime in the style of Project A-Ko, very light and funny, average animation). I have seen two more anime but this time in theaters: the english version of Laputa, a Castle in the Sky (dubbing well done, quite different on a big screen!) and the world premiere test-screening of Akira's english version (Wow! What a movie! Even better than in video and more understandable). They should do more theatrical releases in America.

To conclude, the San Diego Comic Con was At the closing of the expo rooms, each a great success for us. We sold a reasonable



interesting people, and made good PR. I am very satisfied of this convention and if it is possible (and I hope so) we will be there next year.

Epilogue: Of course, I returned to Montreal (alone, Alain staying longer for some National Parks touring) by the northern states (NV, UT, WY, NE, IA, IL, OH, NY). 83 hours of bus. No time for holidays, I had an issue to produce and other Con to attend.

... AND TO BOSTON ...

When I decided to go to Noreascon Three (The 47th World Science Fiction Convention) taking place in Boston between August 31th and September 4th, as it was my first WorldCon, I was expecting to encounter activities in general SF field: various panels. SF Gods head-chasing, art show, dealers room, masquerade, room partys, fandom talking, PR for my other fanzine (Samizdat, which is nominee for the Casper Award, canadian equivalent of Hugo Award), etc. I was not disappointed but I found more. There were many japanimation activities.

related to anime but somehow linked, like a quality, complex but well developed story, conference on Japanese SF Conventions some have compared it to Herbert's Dune

(Dainacon) and a panel on Saturday morning cartoons. Aside from that, it was mostly (again) meeting people, making PR and watching videos. I met a lot of people from the Boston Japanimation Society (who were organizing the three video events of the con), from Anime Hasshin (they made some room partys), Robert Fenelon (Anime-zine), the guys from AnimEigo (a company subtitling anime), and many other fans, I have seen a lot of animation: Madox-01 (subtitled. excellent short anime with Megazone-like story), Gunbuster (good animation, interesting idea with a weak story featuring a mecha crossing Iczer-1 with Grandizer), Cutie Honey (anime of the '60s, naive but funny, featuring a girl with power of changing cloths at will, incredible strength and dexterity, fighting against evil). Super Gal (good animation, funny, a very strong space police girl breaking everything around. Dirty Pair style), Totoro and Laputa (again), two episodes of Star Blazers (old, naive, sometime ludicrous but still effective). I have seen also (in a room screening) one episode of Lyger (medium animation, story... well at least it's First, I attended some events not really entertaining) and Five Star Stories (high

novels). Finally, I found a couple of anime goods in the dealers room.

This was a real great convention. There were so many interesting events, so many people to see (Asimov. Silverberg. Delany. Lafferty, Pohl, Sprague de Camp, Forrest J. Ackerman, Melinda Snodgrass, Walter Jon Williams, etc. and lot of fans) that I felt overwhelmed. This one left me even more enthusiastic because I discovered how much Japanese animation has become part of American Science Fiction. The storm is coming and we are already carried by it...

AND TO NEW YORK!

I was on the road again from the 15th to the 18th of September, this time with Michel. We went to New York for the annual bookfair "New York is Book Country" on September 17. where we had a rendez-vous with Jack McKinney.

Of course, we spent all the week-end there to have time to meet some fans, play tourists (we went to the Empire State Building) and did some shopping (each time I go to NY, I came back with a couple of original manga, CDs, model kits and with fewer bucks!).

On Sunday, we went to NYIBC, this giant



Ben Dunn



David Riddick



Don Yee

outdoor bookfair taking place in the middle of Fifth Avenue, the bookstores street. 175 booths were set out each side of the avenue between 48th and 57th streets. The theme of this year NYIBC was "Cultural Literacy for the 21st Century" with a special focus (obviously) on science fiction and fantasy.

(obviously) on science fiction and fantasy. At Ballantine/Del Rey's booth, we met Jack McKimmey exposing himself (themselves -- as we seem to have a pair of jacks!) for the first time. You'll find all about their real identities in this issue. We discussed of The End of the Circle (the final title of The Odyssey; we got the whole book and it seems pretty interesting -- wait for a review in next issue) and of some projects we have together. It was a quite pleasant day. Brian d James are very likeable. I hope you'll have someday the chance to meet them.

In the afternoon we discussed a couple of hours with Michael Riccardelli, our contact in NY (essential to keep us informed what happen there) about few project in the Robotech field.

The next day, we went to meet Robert Fenelon, publisher of Anime Zine, at his home in Rahway (as his health did not allow him to join us in NY). We watched a couple of new videos (Dragon century: a good short animation, usual story with lovecraftian demons fighting against a dragon and a young girl; Ramma 1/2: a cute, very funny animation, by the same author than Urusei



Brian Daley (Jack)

Maria Papa (Publicity Dir. Ballantine)

James Luceno (McKinney)

Yatsura) and we talked business. We arranged a kind of support and coordination between our two zines and discussed a joint venture project. That's real fandom spirit!

I travelled a lot these last months. And I will continue as there are at least three conventions before the end of the year. First, I'll go to the anglo- and french-canadian cons, both in Ottawa (Ontario) around mid-October: PINEKONE II/CANVENTION 9, October 13-15 at Skyline Hotel, and Boreal 11, October 20-22 at Ottawa

University. There is also CON-CEPT '89, November 12 at the Maritime Hotel in Montreal (there will be some display of japanese model kits and screening of japanimation video in addition to the SF Guests, dealers room, workshops and other activities). Protoculture Addicts will have a booth at those three cons. Maybe we'll see you there. Wait for my report in next issue. Saliout.







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NEWS & REVIEWS

PA NEEDS HELP!

As any fool can plainly see (I can plainly see that!) this issue is late. There are many reasons (conventions take us out of town part of the summer), but the main cause is that our small staff is a little overwhelmed by work (and we all have other duties than PA). Just for this section, it looks easy but it took me a lot of time to choose fresh news, research and write them. So, we are looking for some help, First, for the news, we need someone to do that job (or few of you can simply contribute by sending us some news). Second, we need a Japanese Editor (to do translation from magazines and write some letters). Third, we need an English Editor (to do proof-reading). Of course, we are still interested in receiving your articles and artwork. If you are interested in one of these jobs (preferably if you are in the Montreal area) write or call us. Thanx.



ROBOTECH RPG

Coming Nov. '89: Lancer's Rockers. A band of Rock and Roll rebels embark on a desperate search for one of the TV series' most popular and enigmatic character, LANCER, The band will bring with them their powerful new instrumecha. Those are special music instruments from which the design has been inspired from the incredible and well-known effect created by the music of Minmei. On that's exactly what a magazine must do. And many perilous situations, E.B.S.I.S. villains and Invid monsters. "(...) This adventure/ sourcebook is set ten years into the future of the post-apocalyptic Robotech universe. and features an immense sonic robot (!) opponent at its conclusion (...)" Written by art is by Kevin Long.

ANIHAG # 7

Animag #7 was just released and it has a lot to offer. You will first find a lot of interesting info on recent or upcoming releases in the animation field. The magazine is also focusing on Five Star Stories, on Dominion and on the Akira movie (definitely the most impressive production ever made in Japan -- a MUST see, especially on big screen). You will also find, in this issue, a tribute to Osamu Tezuka, the ongoing review CJP of Z Gundam episodes (#31-36), interview with Maria Kawamura (the voice behind many female characters), review of Ranma 1/2, mecha file of MSZ-006 from Z Gundam and many more interesting things. Even the advertisements are of some interest. The most beautiful bimonthly MAGAzine devoted to japanese animation. A must-buy if you want detailed synopses of the most recent animes on the market. 3.95\$US or 4.95\$CAN. AD & CJP

> A word about their strange editorial comments: it sounds like a response to an attack. It's talking about gossips and it explains why Animag's editorial line is apolitical. "(...) one of my main concerns has been the avoidance of type of petty, in-group bickering that has brought more than one organization down. (...) Partisanship, feuds, defamation, this is the stuff that caters to the egos of the few and shortchanges the majority of the readership (...). An editor, I believe, has the opportunity and the responsibility to raise relevant issues in an open forum (...)" and not to give his personal opinion, said Trish Ledoux. Well, this person is perfectly right,

their journey they will have to face among that's also the difference between a MAGAzine and a FANzine. A fanzine IS an ego-trip and is ONLY fan opinions. I find this OPINION on edition rather amusing, as it seems to say that one way is good (magazine) and the other bad. I published many fanzines for years and I know very well that it's not journalism. Jonathan Frater and Jeffrey Gomez, the cover I've always do my best to inform well my readers but I was ever devoted to fandom. letting fans express themselves, and fandom (particularly fan clubs) is partisanship, feuds, defamation. I do not approve that but we can't do anything about it. It's only human. Magazines and fanzines are not bad or good. There're just different. They each have different kinds of work to do but this DOES NOT mean they have to ignore each other and that they cannot work together. That's MY opinion on editing.

Claude J. Pelletier

JAFA

We met with Peter Halley and Jevelyan which are "top-staff" members of the new incarnation of AAJA (see P.A. #2 for previous mention of this organization) which is now called JAFA (Japanese Animation Fan Alliance) and produce a bi-monthly newsletter full of interesting material. The first issue features infos, synopses of Gundam 0080 and Gall Force #4. BGM reviews and a list of anime products stores in L.A.. If you want to join this very knowledgeable organization,



with your newborn newsletter.

THE ROSE

there is The Rose published for the Anime Hasshin, a club based in Rhode Island, This club is open to anyone interested in animation. Their newsletter is a very fine publication definitely worth subscribing to as it is full of info, synopses and other relevant data. For more details on Anime Hasshin and The Rose send a SASE to Lorraine Savage, P.O. Box 132, Warren, RI 02885,

JAFA HEWSLETTER #2

... is out, with a color cover! Few news, a famlink on the Central Maryland Japanese Animation Fan Club, a report on San Diego Comic Con, synopses on Gundam 0080. some fan art, a guide to anime shops and schedule for the Japanese Animation Fan Alliance meetings. 28 pages, \$3.

ANIME-ZINE IS NOT DEAD

In spite of its long absence, Anime-Zine will continue. It had just suspended publication for a while as a result of a lot of bad lucks. The publisher Robert Fenelon. among other things, had a serious car accident in which he was badly injured. He is still recovering but he keeps hope of resuming publication at the beginning of 1990 as he is reorganizing the magazine with new financing, a new page-setting system and many projects. Good luck Rob and take care of yourself.

GENERAL C/FO

The General C/FO (Cartoon/Fantasy Organization) died this summer and has probably put out in June the last issue of its newsletter, Celluloid Diversions (Vol. V. no 6). I was not involved in all the problems (feuds) this organization had with its associate or ex-associate chapters and I will not comment on that. I can only say that what I saw of this organization (by their newsletter) seemed to me like commendable

please send a SASE to: JAFA, P.O. Box 2015, work and I am glad that most of the staff of Hemet, Ca 92343-0300. Good luck Pete and Jev Celluloid Diversions did not give up and are AD working for the new Animation Velocity. If you wish to subscribe to this fine publication you will first have to be a member of FAST (Fans of Animation in South Still in the field of anime newsletters Texas). Send a SASE and request a FAST membership application using the following address: FAST information. c/o Jack Thielepape, 809 Salem Ln., Austin, TX 78753. Good luck to you with this newborn newsletter.

ORIGINAL C/FO

The Los Angeles C/FO resumes its name. AD announced Fred Patten. "The cartoon/Fantasy Association began in Los Angeles, Ca., in May 1977 as a monthly gathering of animation fans (...)". In early 1980 they agreed that C/FO be reorganized as an international animation fanclub and to become only a chapter of that organization. But recently the C/FO, under that administration of a board of directors led by Randall Stuckey, wasted lot of time in useless bureaucracy and evolved in directions toward which many chapters objected. Lot of them dissociated themselves from the general organization which was dissolved on July 4. "Now that there is no longer a "general club" of that name, we are dropping the "Los Angeles chapter" from our title and resuming our original name and use of the C/FO's emblem/mascot character and logo design (...)". (CBG #823).

Eclipse

THE SAME OLD STORIES

Quickly, what's new on the side of the other giant of manga in USA: Cyber 7 Book Two (the Cyber 7 takes our heroes across the dimensions to the war-ridden Rockland where they must fight to survive and not become dinner!), the end of Dirty Pair II (we discover Shasti's intensions and more flashback explaining why the Dirty Pair hates her), the Appleseed Book One: The Promethean Challenge graphic album (192 pages, \$12.95US/ \$15.50 CAN) and Appleseed Book III (Full recap for new readers, takes plot and artwork in new direction; Book IV just published in Japan). A lot of novelties there too!

BONINION

Another story by Masamune Shirow (Appleseed, Black Magic). It's a high-tech. police action more light-hearted than Appleseed but with superb art and mechanical design. In a world where the air is so contaminated with bacterial smog that oxygen masks are required desswear, a young commander in the Tank Police, Leona, must track down the supercriminal Buaku and his minions (the beautiful but deadly catgirl/ cyborg twins. Annapuma and Unipuma). Translation by David Lewis and Toren Smith. lettering and retouch by Tom Orzechowski. edited by Fred Burke. 32 pages, six-issue mini-series, monthly, \$2.00 US/\$2.50 CAN. (Eclipse Comics & Studio Proteus).

DIRTY PAIR: THE ALBUM

The first Dirty Pair mini-series of four issues will be collected in an album to be released at the end of the year. Dirty Pair: Biohazards is 128-page, Black and White paperback and retails for \$9.95. At Eclipse Comics. (CBG #826).

Eternity

CAPTAIN HARLOCK

Eternity is actually one of the most interesting publisher of manga-like comics. They continue publication of Ninja High School, Robotech II: The Sentinels (according to CBG 811, issue #2 sells out 28 000 copies!) with the Malcontent Uprisings side story, and Tiger-X. In October, the most interesting novelty is the first issue of the Reiji Matsumoto's Captain Harlock TV series adaptation. Exiled from Earth by alien conquerors (the Illumidas), Captain Harlock and the crew of the space galleon Arcadia have roamed the sea of stars for two years. Now, the space pirate is taking the battle back to the planet of his birth -- but are the people of Earth ready to rise up against their oppressors? "The Eternity series will not be a straight adaptation," Eternity Editor-in-chief Chris Ulm revealed. "Rather. it will borrow from the body of Harlock material including the two animated series and the feature-length movie". Written by Robert Gibson, illustrated by Ben Dunn, 32

pages, \$2.50 US/\$3.00 CAN. Incredible artwork. A masterpiece. (Eternity Comics).

VIZ COMICS

NAUSICAA GRAPHIC NOVEL

Viz Comics seems to take advantage of the growing interest for the trade paperback and the graphic novel comic book format. They produce beautiful collector's editions of the best graphic stories Japan has to offer. Viz has first released trade paperback versions of their Mai and Grey series and now they add to their new Graphic Novel line a four-volume reprint of the highly popular series Nausicaā of the Valley of Wind by Hayao Miyazaki. Their deluxe Graphic Novel will include all seven issues of nausicaā Part One, which concluded last Spring, and the four-issue run of Part Two. Each 138-page volume will have soft cover dust jackets, full color inserts painted by Miyazaki and a cover price of \$13.95 US/\$18.95 CAN. Bimonthly, volume one released at the end of December. (Viz Comics)

CRYING FREEMAN

In Japan, there is a minimum of censorship and, generally, every kind of book is accessible to all reader's group, both adolescent and adult (though this may change in the light of a recent scandal -- a mass killer revealed to be fan of manga and anime -- and there is a growing lobby to make a step forward in censorship). The market is quite different in USA and Viz Comics adapt themselves by creating their own "Mature Reader" imprint: the Premiere Comics line. That is a solution to avoid censorship, The first title to bear that label will be Crying Freeman by Kazuo Koike (author of Lone Wolf and Cub) and Ryoichi Ikegami (artist of Mai) which contains graphic violence and nudity. The story centers around the exploits of Mr. Yo, an assassin under the control of the chinese crime cartel, the 108 Dragons, and the youthfully innocent Emu, who witness Yo's assassination of a rival crime lord. Translation by Satoru Fujii, English rewriting by Gerard Jones and Will Jacobs, lettering and touchup art by Wayne Truman. Squarebound, 64 pages, eight issues beginning A



Rumic World is a quarterly devoted to the varied and humoristic work of Rumiko Takahashi, creator of Lum, It will feature a new short story by Takahashi in each issue. In the first one, we will find Fire Tripper, an adventure/romance story with sciencefiction overtone and dealing with the paradox of time travel. Sazuko, a young woman, is travelling between 16th century and modern Lavish settings and characterizations make this book a reader's treat. Translated by James D. Hudnall and Satoru Fujii, lettered/touched up by Bill Spicer. 56 pages, \$3.25 US/\$4.40 CAN, released in November. (Viz Comics).



This is a science fiction/thriller adventure about a young boy infected with an alien organism supposed to take control of his body and turn him in a killing machine. He escaped and must constantly battle with the agents of the scientific cartel who created him. A story filled with tension and horror written and drawn by Hirohiko Araki, adapted in English by Fred Burke and touchup artist/letterer Wayne Truman. Eight issues with new covers, 48 pages, \$2.95 US/\$4.00 CAN, to be ship in late December. CJP



Although this is not manga, but it is the closest thing to it. Jademan publish five titles of Chinese (Hong Kong) comics, all Kung Fu stories: The Force of Buddha's Palm, Drunken Fist, The Blood Sword, Oriental Heroes and, the latest, Blood Sword Dynasty. The artwork is very traditional in the Chinese way, maybe too naive, childish, but the stories could be interesting for martial art and Far-East fans.

MIYAZAKI

Hayao Miyazaki has finished his latest movie. The Witch Messenger Service, which was released this summer. He will now resume his work on Nausicaä, another instalment expected this fall in Japan and as soon as possible after in english. (Viz-In 15).

Epic Comics announced a high-tech SF/adventure series for the fall. It's The Tomorrow Knights by Roy Richardson and Rod Whigham, In 2012, after a peace treaty, all governments of the world are more or less controlled by huge corporate cartels possessing their own little army of mercenaries. The knights are a small group of idealists chivalry-like merc fighting against corporate powers. Bionics, battlesuits, bioengineering, biomechanical warriors: it's cyberpunk with mecha! First issue doublesized, \$1.50, (CBG #810).

JOJO

One of the hottest manga stories in Japan is Strange Adventure of Jojo, the latest comic by Hirohiko Araki (Baoh). It is a story of a band of 19th century European psychic martial arts warriors. Published in Shonen Jump Weekly. (Viz-In 15). CJP

TOP TEN ANIME CHARACTERS (Emotion & Animag 7).

Animage recently released the result of a fan top ten anime characters: Nausicaä (Nausicaā), Ranma (Ranma 1/2), Shita (Laputa), Kvoko (Maison Ikkoku) is fifth and Lum (Urusei Yatsura) ninth. Also, according to Animage, Ramma 1/2 (recent TV series by Rumiko Takahashi) is the most watched anime series in Japan. (Viz-In 15).



Now Comics brought us Speed Racer. With Now Video USA they make available the original animated episodes. It's three onehour videotapes, each featuring two-part adventures: "The Great Plan", "The Mammoth Car" and "The Fastest Car on Earth". Those are the first original episodes introducing the characters and the famous car. Each tape come in a new airbrush-design package and are available in Comic Shops only at \$19.95. The others tapes will be released in December. (Comic Shop News #113).

THE GUYVER

Bandai/Emotion announced the release of six volumes of The Guyver series, an horror story, beginning in September with a volume each month. There is also an OVA. Bio-Booster Guyver, which is a remake of 1987 OVA adapting the Yoshiki Takaya's manga. The 1989 OVA is directed by Kouichi Ishikuro and character-designed by Hideyoshi Omori). CJP

OVAS

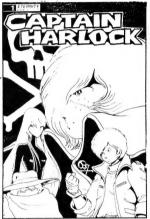
Some new releases, Bubblegum Crisis 6 is the direct seguel of the fifth. Another Devilman in December, Another 60-minute Dirty Pair video announced by Bandai. Two 30-minute volumes are announced for the High Speed Jesse OVA based on Eiichiro Saito Novel. Characters designs by Haruhiko Mikimoto and Akinobu Takahashi, The story of a very fast but peaceful man searching the killers of his parents. Another Locke The Superman OVA from Bandai that could be the first part of a series. Project Ako IV 50-minute OVA will be the last, announced Pony Canyon. (Animag 7).

GUNHED

Toho will release soon in the USA a live-action mecha movie! It's called Gunhed (based on the manga of the same name). A giant robot fights an evil, bizarre plot to take over the Earth. It will not be cheap: all pictures I saw gave me impression that it will be ... impressive. It seems that this has all the characteristics of a mecha-oriented anime, but in live-action. Check your local listing, it may be distributed in theater. another mecha live-action. american this time, is announced. It's called Robojox. I fear this one could be disappointing, Anyway, I want to see it, just to be sure. (Quark 2, Variety May Cannes Special Issue, Newtype 5, Starlog).

MACROSS

to be going nowhere right now because the



MEGAZONE 23 PART III

At last, the sequel of this extraordinary story. First, a look at the production staff. Director: Shinji Aramaki, Kenichi Yatagai: character designer & Animation director: Hiroyuki Kitazume (ZZ Gundam); "EVE" character designer: Haruhiko Mikimoto (Macross); Mecha designer: Morifumi Naka; Script: Emu Arii; Production: Artmic, AIC; Distribution: Victor, It's released in two 50-minute part: Eve's Awakening (September) and Emancipation Day (November), sold 9 476 Yens each.

The story is difficult to determine because I have seen at least three different reviews of it. But it seems to be very similar to Part II. 200 years after, in Eden City (built around the original Megazone Computer) Eiji Takanaka (direct descendant of Yui), motocycle lover and computer programer, is working for the E-X government on SYSTEM, the mega-computer which (once again) is controlling the entire city. He discover EVE and that an industrial cartel is trying to

creative statt of the original movie are all presently working on other contracts. (Info: JAFA 1.1).

MANGACTUALITY

In short the publications expected for November and December:

Aircel: Team Nippon #6-7.

Macross the movie part 2 project seems Antarctic Press: Mangazine #3 (late), Ninja High School Yearbook (late).



Dark Horse: Outlanders #11-12.

Eclipse: Dirty Pair II #4-5 (end). Cyber 7 #1.7. 2.1-2. Appleseed III #2-4. Dominion #1-2.

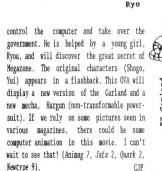
Epic: Akira #13-15.

Eternity: Ninja High School #16-17, Sentinels #11-13. Malcontent #3-5. Tiger-X #3-4. Harlock #2-3.

Viz: Fist of the North Star #8 (end), Lum #7-8 (end), Nausicaā II #3-4, Crying Freeman #2-3, Rumic World #1, Baoh #1,



Freeman



Eiji Takanaka

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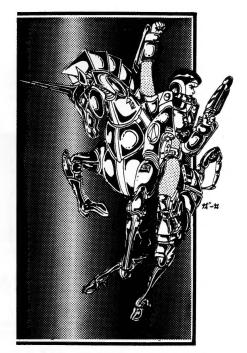
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P.A. #1: The second printing of the first issue of the Official Robotech Fanzine will feature the original B&W wrap-around cover, the very first instalment of our chronicles (The Zentraedi Way, Uh?!. Robotech Trivia), the Who's who of P.A. staff. two articles on Robotech's spirit, a lot of reviews (novels, comics, art books. BGM), two short stories and a five-page comic strip. It will also contain ALL NEW MATERIAL like fan letters, news, interviews, illustrations. Available in December.

P.A. #2: Aside from the usual chronicles (letters, trivia, "Uh?!", news and reviews) this issue introduces the first part of an exclusive interview with Carl Macek, the creator of Robotech, and an introductory article on the history of japanimation. You can also find some optional rules for the Robotech RPG: the



"Quality Rating", a mean to measure the extent of a success roll, and the "Mecha Repair" system which provides tables to determine types of damage sustained by a mecha and how long it will take to repair it. You can also read "Earthrise", a short story by Andrew J. Lucas.

Sorry, issue #3 is out of print.

P.A. #4: This issue features an article evaluating the feasibility of constructing a Veritech today, an interview with Kevin Siembieda, publisher of the Robotech Role-Playing Game, reviews on Robotech RPG books and Sentinels novels. The second part of the "Operation Aborted"

comic strip, the optional Random Hit Location Tables for the Cyclone, Alpha and Beta in the Robotech RPG; articles on Project A-Ko and on Osamu Tezuka. Plus: "The Zentraedi Way", "Uh?!", letters, Top Ten Male Robotech characters and some feedback.

P.A. #5: This summer issue contains: Trivia. Uh?!, The Zentreadi Way, Lyrics, the second part of "Making the Veritech a Reality", the first part of an exclusive interview with Jack McKinney, Invid Mecha's Random Hit Location Table for the ROBOTECH RPG, an article on ICZER-1, an introduction to MEKTON RPG, some reviews, many news and a lot of illustrations.





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